

Amendments To The Claims

This listing of claims replaces all prior versions and listings of claims in the application:

1. (Currently Amended) An automated voice generator for generating a voice output in the pronunciation of a second language corresponding to a text item in a different first language, comprising:

means for automatically translating an original text item in the first language ~~to be converted into voice~~ into a new text item by replacing a character or string included in the original text item and not included in the second language with a character or string in the second language having a pronunciation equivalent or similar to the pronunciation of the character or string in the first language; and

means for generating voice by pronouncing the new text item according to the pronunciation of the second language.

2. (Original) The voice generator according to claim 1, wherein the original text item comprises place name text items assigned to respective places.

3. (Original) The voice generator according to claim 1, wherein the first language character or string and the second language character or string are included in a place name text item representing a place name.

4. (Original) The voice generator according to claim 1, wherein the first language character or string is in French and the second language character or string is in English.

5. (Original) The voice generator according to claim 1, wherein the first language character or string is in Spanish and the second language character or string is in English.

6. (Original) The voice generator according to claim 1, wherein the first language character or string is in German and the second language character or string is in English.

7. (Currently Amended) An automated voice generator for generating a voice output in the pronunciation of a second language corresponding to a text item in a different first language, comprising:

means for automatically translating an abbreviated original text item in the first language ~~to be converted into voice~~ into a new text item by replacing a character or string included in a full original text item and not included in the second language with a character or string in the second language having a pronunciation equivalent or similar to the pronunciation of the character or string in the first language; and

means for generating voice by pronouncing the new text item according to the pronunciation of the second language.

8. (Original) The voice generator according to claim 7, wherein the first language character or string is in French and the second language character or string is in English.

9. (Original) The voice generator according to claim 7, wherein the first language character or string is in Spanish and the second language character or string is in English.

10. (Original) The voice generator according to claim 7, wherein the first language character or string is in German and the second language character or string is in English.

11. (Currently Amended) An automated method for generating a voice output in the pronunciation of a second language corresponding to a text item in a different first language, comprising:

automatically translating an original text item in the first language ~~to be converted into voice~~ into a new text item by replacing a character or string included in the original text item and not included in the second language with a character or string in the second language having a pronunciation equivalent or similar to the pronunciation of the character or string in the first language; and

generating voice by pronouncing the new text item according to the pronunciation of the second language.

12. (Original) The method for generating voice according to claim 11, wherein the first language character or string and the second language character or string are included in a place name text item representing a place name.

13. (Original) The method for generating voice according to claim 12, wherein the first language character or string is in French and the second language character or string is in English.

14. (Original) The method for generating voice according to claim 12, wherein the first language character or string is in Spanish and the second language character or string is in English.

15. (Original) The method for generating voice according to claim 12, wherein the first language character or string is in German and the second language character or string is in English.

16. (Currently Amended) A navigation apparatus for guiding users, comprising:

a map database for storing geographic information containing a place name text item representing each place name;

means for reading out the place name text item from the map database;

means for automatically translating the place name text item in a first language into a new text item by replacing a character or string included in the place name text item and not included in a second language with a character or string in the second language having a pronunciation equivalent or similar to the pronunciation of the first language character or string in the first language; and

means for generating voice by pronouncing the new text item according to the pronunciation of the second language.